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ANTIC'S JUNE '87 ATARI CES REPORT #2
8-BIT NEW PRODUCT ROUNDUP
BY NAT FRIEDLAND, ANTIC EDITOR

JUNE 1, 1987

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Paulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/ XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro- Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is...Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format. Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

ST COMING ATTRACTIONS

Mindscape, which hosted a Sunday rock oldies concert for 1,000 (Bo Diddley, Sam & Dave) showed two $29.95 ST color games designed in England. Q-Ball is a 3-D billiards game played inside a cube where you can adjust the gravity and line up your shots off any wall. Plutos is a shootout where your rocket flies over the scrolling surface of the huge enemy mothership and attempts to destroy it.

From England's Psygnosis, creators of the visually awesome graphic adventure game Brataccas, comes another lushly-detailed extravaganza. Barbarian moves a Conan-type hero through an a vast, scrolling underground kingdom -- color only -- where monsters and hordes of enemy guards must be overcome on every screen.

Electronic Arts is starting to crank out some ST titles too. An enhanced version of Music Construction Set -- with MIDI -- is due in July for $39.95.

Because we have poked fun at Electronic Arts in the past for supporting Amiga instead of Atari, we reprint this from EA's own publication FARTHER.



Atari

Steve Peterson

WHOOPS! After the last issue of FARTHER went out, we got a lot of complaints from Atarians who wanted to know where the Atari column went. Yes, you deserve an explanation. Quite frankly, we didn't include an Atari column in the last issue because we didn't release any Atari games last quarter (though we had quite a few in development that we couldn't talk about yet). But we can talk about them now, so let's get going....

For the record, 800 owners: As long as there's been an EA, there have been great EA games for the Atari. In fact, five of our first seven products were Atari 800 games. Last year alone, we released nearly a dozen great EA favorites like *Lords of Conquest, Mail Order Monsters, Racing Destruction Set, SuperBoulderDash, Age of Adventure* and *Touchdown Football* for the Atari 800, so now you've got 25 Electronic Arts titles to choose from — and more to come. (Look for *Ultima I* this spring.)

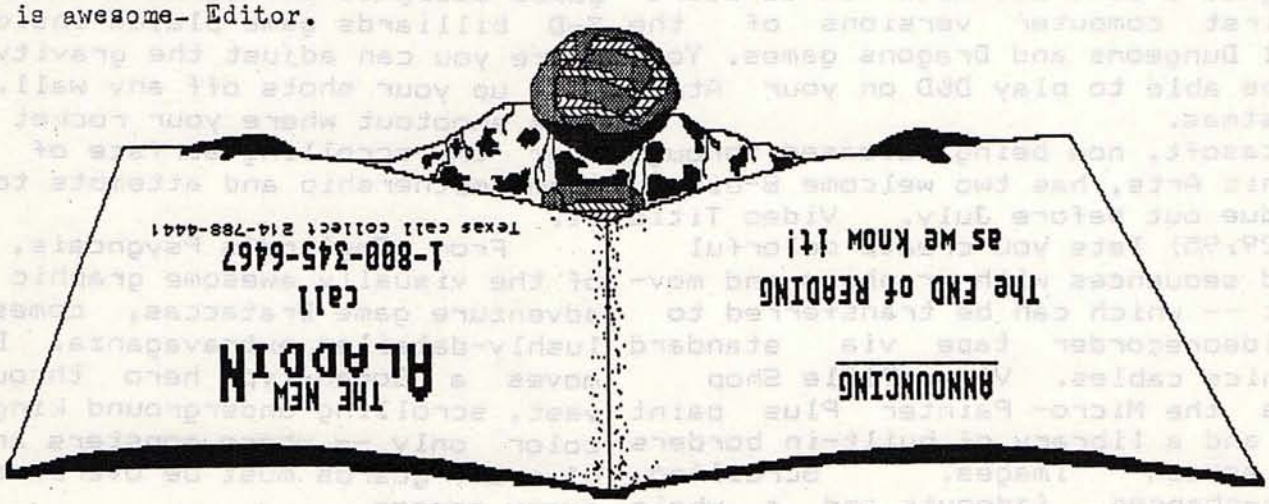
For the record, 520 and 1040 ST owners: You own one of the most powerful personal computers ever developed — a 68000-based 8Mz speed demon that can perform like a computer selling for a lot more money. (But you already knew that.) It was only a matter of time before our artists capitalized on this power and released a new generation of software for the ST.

And now, the wait is over. Grab your shoes, because when EA meets ST, the results will knock your socks off. We've already given you *Skyfox*, the world-class air combat simulation that's won a list of awards as long as an F-15. We're coming up with proven hits like *The Bard's Tale*, the bestselling game that gives you an adventurer's view of Skara Brae — now enhanced to take advantage of the ST's awesome graphic power. We're putting the keys to the snow tank *Arcticfox* in your hands — one of the fastest-playing versions we've done to date. We're assembling a line of software that includes *The Chessmaster 2000, Quizam!, Autoduel, Ring Quest, Ultima III*— and a few top secret products (currently in development) that will push your ST to new heights. And we're not planning to stop there.

So, the next time you hear that pernicious rumor about EA not supporting Atari, do everyone — us, Atari, yourself, and your local rumormonger — a big favor. Set them straight. We've always been here, and we plan to stick around. And to those of you who've waited patiently for Electronic Arts to release ST software, thanks. We promise we'll make it worth the wait. ■●▲

Steve Peterson thinks that Articfox on the Atari ST is hotter than it is on the Amiga. (At any rate, his scores are higher.)

Eight-bit owners who are complaining about the lack of new software should consider investing $79.95 in six bi-monthly issues of ALADDIN (3 double-sided disks per issue). That's less than $4.50 per disk. Mary McCullough impressed WACO members with both 8-bit and ST demos in May. ST version is same price for two double disks per issue, and it is awesome- Editor.



DISK PUBLICATIONS 12200 PARK CENTRAL DRIVE, SUITE 310 DALLAS, TX 75251
Software for Atari 8-bit and ST computers

What looked like a very powerful and easy-handling 2-D drafting and drawing program was being demonstrated by Xetec of Salina, Kansas (makers of the Grafix AT which has been reviewed in Antic). SC gives you pages for 16 ST drawings in RAM. All commands can be operated from GEM or from the keyboard. The $99.95 program is due in September and will not be copy-protected. Page sizes can be defined as large as 32 X 32 inches and many powerful graphics editing tools are built-in. SCAD can convert images into DEGAS format. We'll also be reviewing Xetec's new Printer Enhancer, a $249.95 buffer/switcher with 8 built-in type fonts.

A software team from Venezuela was showing MasterCAD 3-D, a $199.95 program that converts any 2-D image into real 3-D and seems quite easy to operate. The current version requires 1Mb and monochrome. Final U.S. distribution is still being set.

Passport Designs, a leading MIDI software house, is rushing to convert its first ST product -- Master Tracks Pro, a high-powered, user-friendly 64-track sequencer that has been winning rave reviews on the Macintosh this spring. The Passport CES team told Antic that three out of four visitors to their booth wanted this product on the ST instead of the Mac.

Computereyes, a 1986 Antic Award Winner, is being shown at CES in an inexpensive $149.95 monochrome version (it can produce gray scales on the color monitor). This is the latest Atari video digitizer from Digital Vision. Their ST color unit will be reviewed in the August 1987 issue of Antic.

Another specialized new use for the ST is to run a graphics database for serious chessplayers. SciSys of London is showing two versions of ST ChessBase -- the software that current World Champion Garry Kasparov has been using to prepare himself four tournaments.

With Chessbase Sr., every recent tournament game of an upcoming opponent can be fed into the database and instantly examined from a vast variety of viewpoints to pinpoint potential weak points of play. You can see how an opponent reacts to any standard style of opening or strategy. ChessBase Jr. works with the expensive Leonardo world-class chess computer and the ST.

Logical Design Works has a whol line of fast-moving ST gambling simulations for $34.95 each. Vegas Gambler combines blackjack, roulette, slot machine and poker machine. Other title available are Vegas Craps and Club Backgammon.

From Canada Jagware is making its S debut with Alien Fires, a color-only 3-D space maze arriving this summer.

Avatex, well-known for it low-priced Hayes-compatible modems, no has a speedy 2400 baud unit. List price i $319 but previous Avatex modems have bee dramatically discounted.

We ran into some offbeat items fo souvenir-hungry Atarians. Classic Covers offers protective covers for Atar computers, monitors, disk drives and printers -- all emblazoned with a bi golden fuji symbol and the Atari name.

Another company was showin credit-card-sized pocket calculators fea turing the fuji and Atari name.

By the way, Atari used the CES open ing to announce that they had a 45% increase in first quarter sales this yea -- $65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price c Atari stock by about $5, to over $30 per share.

A final ANTIC ONLINE report from th June '87 CES will feature tonight's second annual ChicagoLand Atari User Group dinner meeting, which is attende by many top executives and programming pro fessionals from the Atari world.

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ANTIC'S CES JUNE '87 WRAP-UP * SEC OND ANNUAL ATARI ROAST

BY NAT FRIEDLAND, ANTIC EDITOR

Towards the end of the Consume Electronics Show, we got our first loo at some additional important ST software:

Broderbund is jumping into the S marketplace with Art Director and Film Director, a DEGAS-quality paint progra that will be packaged together with an animation module for $79.95. This soft ware, originally designed by the Hungarians who did ST Battlezone, is ex pected to ship in August. Features

include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, Print Shop. It is due this fall at $49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at $34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

And back at the bustling Atari booth, we got a look at Bentley Bear Goes To School -- a new ST educational series programmed in Israel and featuring the lovable bruin from the Crystal Castle arcade game. Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as Magical Mathematics is of very high quality and the packages will sell for $19.95 apiece.

ANNUAL ATARI ROAST

In its second year, the CES Monday night dinner of the ChicagoLand Atari Users Group (CLAUG) has become the Atari community's de facto annual roast.

On the evening before CES's final day, CLAUG invites a busload of executives and programmers from Atari and independent companies to dinner at a college dining hall in the western suburbs, about as far from town as O'Hare Airport.

After the visitors refuel themselves following a hectic day at the show, the event becomes a regular CLAUG meeting with every professional making a statement and answering questions.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfect, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

MORE XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a $199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a $1,500 laser printer, the Atari PC clone, the $150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the musical instrument industry's show.

Auto-Load Your Files to Ramdisk

by Jean Row and Dale Bryant

(Reprinted from the SEP/OCT 86 issue of the SBACE Gazette) and from CURRENT NOTES

Recently, it seems that one of the most popular topics in the magazines and most of the Atari club newsletters that Jean and I are privileged to read is the extended memory of the XE and upgraded XL computers. As we have both of the above we have been interested in articles about RAMdisks.

If you have an XE with DOS 2.5 and the file RAMDISK.COM is present on the disk at boot time, then a RAMdisk for drive 8 is created at that time. RAMDISK.COM not only formats the D8 RAMdisk but also copies DUP.SYS and writes a MEM.SAV file to the RAMdisk. However, wouldn't it be nice to be able to select your own RAMdisk drive number and not only create and copy the above files, but other files you would like to reside on the RAMdisk as well?

To copy a MEM.SAV file to your own created RAMdisk the MEM.SAV file will have to be present on drive 1. A MEM.SAV file can be created on any RAMdisk by POKEing 5439,ASC(#Dn") and then going to DUP.SYS and creating the MEM.SAV file. DOS will create the MEM.SAV file on the disk number residing in location 5439. We suggest having it present on drive 1 as the following program will then copy it to the RAMdisk of your choice.

However, the program not only creates and formats a RAMdisk of your choice, but will also copy all the programs residing in data line 5000 from drive 1 to your RAMdisk. Remember, however, that the RAMdisk formats to 499 sectors and not 707. If DUP.SYS is one of the programs copied to the RAMdisk, the program is set up so that DOS will look for DUP.SYS on the RAMdisk. This is, as we stated above, the same method used by DOS 2.5 if RAMDISK.COM is present on the boot disk.

If you do uploading of files to BBS systems, the following modification might prove useful. Take out the END statement at the end of line 6000 and insert line 7000 as follows:

```
7000 OPEN #1,4,0,"D:AUTORUN.SYS":A=USR(5576)
```

Assuming your modem program is set up as an AUTORUN.SYS file, or an AUTORUN.SYS file calls your modem program, the program will then execute your modem program. Of course, the files you want to upload should have been copied to the RAMdisk first using this program.

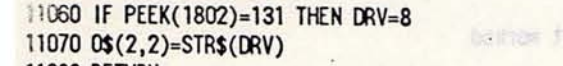
Experiment and have fun with your Atari.

The program listing follows:

```
REM S."D:ANYRAMD#
1 REM ---------XL/XE ONLY---------
9 REM
10 REM ****************************
11 REM *      Modified by         *
12 REM *      Jean Rowe &         *
13 REM *      Dale Bryant         *
20 REM *                          *
30 REM * Thanks to Bill Wilkinson *
31 REM *        and to            *
32 REM *    Rick Detlefson        *
33 REM *        of the            *
34 REM *      Austin ACE          *
35 REM ****************************
40 POKE 1802,3:REM If RAMDISK.COM has booted start over
with 2 drives
90 ? "}":POSITION 0,0:? "          RAMDISK MAKER XL/XE
"
100 REM ****************************
130 REM * A PROGRAM TO SET UP A RAM *
140 REM * DISK ON  Dn:, WHERE n IS  *
150 REM * ANY DRIVE NUMBER FROM 3   *
160 REM * TO 8.                     *
161 REM ****************************
172 CLOSE #4:OPEN #4,4,0,"K:":? :? "WHICH DRIVE # FOR
RAM DISK?";:GET #4,K:K=K-48:CLOSE #4:? K:IF K<3 THEN
11000
190 RAMDRIVE=K:REM CHANGE THIS AS DESIRED
210 POKE 1920,RAMDRIVE
220 POKE 2953,RAMDRIVE
250 REM
262 REM SUBROUTINE AT 500 SETS THE BYTE FOR LOCATION
1802
263 REM
265 GOSUB 500:POKE 1802,BYTE
270 DIM INIT$(4)
280 FOR I=1 TO 4:READ DATA
290 INIT$(I)=CHR$(DATA):NEXT I
300 DATA 104,76,224,7
310 INIT=USR(ADR(INIT$))
320 REM
330 DIM DRIVE$(6)
340 DRIVE$="D#:*.*"
350 DRIVE$(2,2)=CHR$(48+RAMDRIVE)
370 REM INITIALIZE OUR NEW RAM DRIVE
385 ? "Formatting RAMdisk ";DRIVE$(2,2)
390 XIO 254,#1,0,0,DRIVE$
400 REM
410 REM Verify it worked
420 REM
430 OPEN #1,6,0,DRIVE$
440 TRAP 470
450 GET #1,BYTE:? CHR$(BYTE);
460 GOTO 450
470 CLOSE #1:GOTO 1000
500 IF K=3 THEN BYTE=7:REM --00000111
510 IF K=4 THEN BYTE=11:REM --00001011
520 IF K=5 THEN BYTE=19:REM --00010011
530 IF K=6 THEN BYTE=35:REM --00100011
540 IF K=7 THEN BYTE=67:REM --01000011
550 IF K=8 THEN BYTE=131:REM -10000011
560 RETURN
1000 REM Autocopy files to RAMdisk
1010 DIM CIO$(27),I$(20),O$(20),N$(20),T$(2)
1020 BUF=FRE(0)-500:DIM BUF$(BUF)
1030 CIO$=" ":CIO$(27)="
":CIO$(2)=CIO$:BUFAD=ADR(BUF$):I$="D1:":O$="Dn:":REM
CHANGE O$ FOR DIFF RAMDISK
```

AUTOLOAD RAMDISK
(Continued)

```
1032 O$(2,2)=CHR$(48+RAMDRIVE)
1035 GOSUB 11000
1040 T$=CHR$(125):T$(2)=CHR$(127):TRAP 2000:FOR A=1 TO
27:READ B:CIO$(A,A)=CHR$(B)
1045 NEXT A
1050 ? :? T$;"   RAMDISK COPY   ":? T$(2);"_":?
T$(2);"COPYING ..... BYTES"
1060 TRAP 6000:READ N$:I$(4)=N$
1070 CLOSE #2:OPEN #2,6,0,I$
1080 INPUT #2,N$:TRAP 1090:A=VAL(N$):GOTO 1060
1090 N$=N$(3)
1100 FOR A=1 TO 8:IF N$(A,A)<>" " THEN NEXT A
1110 I$(4)=N$(1,A):I$(LEN(I$))="."
1120 IF N$(9,11)="   " THEN 1140
1130 I$(LEN(I$)+1)=N$(9,11)
1140 OPEN #1,4,0,I$:? T$(2);"
";I$,:X=USR(ADR(CIO$),BUFAD,BUF,7):CLOSE
#1:BUF$((PEEK(856)+PEEK(857)*256)+1)=""
1150 ? LEN(BUF$):O$(4)=I$(4):OPEN #1,8,0,O$:?
#1;BUF$;:CLOSE #1
1160 GOTO 1080
2000 DATA
104,104,141,85,3,104,141,84,3,104,141,89,3,104,141,88,3,
104,104,141,82,3,162,16,76,86,228
4990 REM
4999 REM BELOW ARE FILES TO BE COPIED
5000 DATA DUP.SYS,MEM.SAV,ANYFILE
5010 REM DATA RAMDISK.*:Wildcard copies are O.K.
5020 REM DATA
5030 REM DATA
5999 REM Look for DUP.SYS on the RAMdrive created.  If
not copied then POKE 5439,ASC("1") for drive #1
6000 CLOSE #2:POKE 5439,ASC(O$(2,2)):? "FILES COPIED TO
RAMDISK ";O$(2,2)
7000 OPEN #1,4,0,"D:AUTORUN.SYS":A=USR(5576)
11000 IF PEEK(1802)<7 THEN ? "RAMDRIVE NOT PRESENT":POKE
5439,ASC("1"):END :REM Look for DUP.SYS on drive #1
11010 IF PEEK(1802)=7 THEN DRV=3
11020 IF PEEK(1802)=11 THEN DRV=4
11030 IF PEEK(1802)=19 THEN DRV=5
11040 IF PEEK(1802)=35 THEN DRV=6
11050 IF PEEK(1802)=67 THEN DRV=7
11060 IF PEEK(1802)=131 THEN DRV=8
11070 O$(2,2)=STR$(DRV)
11080 RETURN
```



PROCOPY DOES IT AGAIN!

Procopy seems to be the only back-up ST program staying in the race with the newest copy protection schemes. Version 1.40 copies Gold Runner, Arctic Fox, Kid Talk, and other newest titles. Order it directly from the source so you'll get the newest version. Registered owners get updates for only $13.50, but the company no longer accepts disks returned to have the new version added because too many such disks would not format.

IBM COMPATIBILITY FOR THE ATARI ST

Dear User Group:

Avant-Garde's IBM PC emulator for the Atari 520 and 1040 ST is now available for purchase. pc-ditto imitates an IBM PC with monochrome, color, serial ports and parallel ports (or an IBM XT with optional Atari hard disk). A sample of some of the most popular IBM PC products which run are:

Enable	Chase Spectrum	Timeline
Framework	Dollars & Sense	DesqView
Lotus 1-2-3	Multiplan	GEM
Art Studio	PC Window	Symphony
Draw!	Print Works	Finance Manager
EasyCAD	Sidekick	Sideways
Superkey	Word Perfect	WindowDOS
IBM DOS (all)	Microsoft Word	GW Basic
Managing Your Money	Flight Simulator	Swift Tax
	PC-Stock	dBase (all)

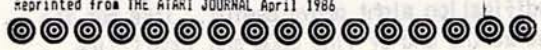
The suggested retail price is $89.95. This price includes a free update and full support from Avant-Garde Systems.

Because you are an Atari user group, and we realize the importance you play in user acceptance of our product, we would like to offer your group a one time, discounted price of $72.00 per product, (minimum order of 10). To qualify your group for this one-time special purchase, please complete and return the attached registration form with your order.



That's nothing. You should see the Atari version!

Reprinted from THE ATARI JOURNAL April 1986



LATEST FROM FTL

Thank you so much for your recent letter inquiring into the status of our game, Dungeon Master. The game is still in production and expected to be out the last of June--that is a flexible date. We are pleased to hear that you have seen our demo and that the public is anxiously awaiting. We are not creating any "vaporware," only the best product within our means. It is coming along very well, and we are pleased with the finished product. It will definitely be superior enough to carry the FTL logo.

REVIEW

The Super Cheater

Future Systems Software, Inc.

by Don Stoughton

If you don't have the thousand-plus hours to spend on an adventure game like Ultima I through Ultima IV, Wizard's Crown, and Alternate Reality, then you will be happy to acquire "The Super Cheater" from Future Systems Software, Inc. With Super Cheater one can modify characteristics, possessions, spells, and equiptment carried by each character to any level that they choose. You can create your own SUPER character or increase the characteristics of a slowly advancing character to speed up progress through the game. Or, another option offered, is to install a set of SUPER characters already on the "Cheater" disk.

To use this program, boot it up, without basic, and a menu will appear after the title screen. Press the appropriate option for whatever game you are going to modify, and the program will automatically load "Super Cheater" for that particular game. You will then follow the menu and prompts for whatever you wish to modify.

You must first make a back-up copy of your character disk, using a sector copier. You will use the back-up disk to use with "Super Cheater".

Being a great fan of adventure games, I couldn't wait to try out this program. I've slaved for hours at my computer on Ultima IV, and I'm at the entrance to the last set of dungeons only to hear that all the characters in my company of travellers must be at maximum levels to complete their mission. DRAT! I picked up my last character too late in the game for her to achieve that many experience points. Then along comes "The Super Cheater"! FANTASTIC! I'll be able to finish that game after all! Following the prompts and the menus, takes you easily through the process, step-by-step. The only documentation that is needed is how to load the program. The rest is self-contained and very user-friendly. Overall, if you want to make a sometimes tiresome and tedious job of getting through a long adventure campaign a little less exhausting, pick up "The Super Cheater". However, developing characters at my own pace was always half the fun for me, anyway. By the way, back to Ultima IV, the copy of "Super Cheater" I recieved to review, was a demo disk. It indeed changed my characters on the "Britannia" disk of my game. But, when I proceeded to play Ultima IV with my re-vamped characters, it wouldn't allow me to enter any of the dungeons. CURSES! Foiled again!!!

AN EDITORIAL

Elsewhere in this newsletter is Electronic Arts reaffirmation of its support of Atari Computers. Meanwhile, we understand that EA's Trip Hawkins (the Amiga lover) complained because only 7,000 copies of the ST version of Financial Cookbook were sold compared with almost three times as many Amiga versions sold. Frankly, we're surprised it sold that well. When we first saw it, we were irritated because it seemed to be virtually identical to the 8-bit version. "What a ripoff!" some said. ST owners have a right to expect ST versions to be better than their 8-bit counterparts or else they are a waste of money. The program seemed to prove a fear we had expressed in an editorial more than a year ago- that EA releases for the ST would not really exploit its power. Recent EA releases have shown Atari owners that they shouldn't stereotype the whole EA just because of one "bad trip." EA, you should know that both 8-bit and ST owners keep asking, "Where is 'Marble Madness'?" Anticipation has already been created so don't blame this loss of sales on Atari owners! Anyway, we are happy to know that EA is back on the Atari bandwagon where it belongs.

THE PRESIDENT'S PAGE

Ah! Summer!

Hi there. Well, summer is here and even the most ardent Atarian is likely to ease off a bit (pun unintentional). It doesn't seem as if there are any burning issues to expound upon this month, so this is a good time for me to do some thoughts at large.

I guess we wound up with egg on our chin last month, berating Atari just as they were announcing the news about their co-operation in releasing the 8-bit emulator for the ST. Oh, well. Some of the things we said needed said anyway.

I was planning to do a review of Paper Clip. The latest version is the first commercial program I've seen that utilizes my 256K RAM. However, I've had a lot of trouble with it and found it to be buggy. So, the heck with it. I'm still looking for a better word processor.

On the other hand, I bought a copy of Atari Planetarium in Buffalo and could not get it to boot on my computer. (It worked on an XE, I'm not sure what drive was used.) At first I thought it was the extra RAM, but after owning this "useless thing" for about 6 weeks it turned out to be the US Doubler in my drive and not the computer at all. I solved the problem with a switch that lets me boot with the original 1050 OS.

Anyway, now that I have it working, I find it to be a pretty good piece of software, so look for a review here and/or a demonstration at an upcoming meeting. In the meantime, if you're interested in star gazing, don't wait, order your copy now, you won't be disappointed. (XL/XE/1050 drives only.)

Someone once told me that a printer ribbon could be revitalized by squirting it with WD-40. Well there I was, Sunday evening, with printouts to do for Monday, and the ribbon fades out. (No spare, naturally.) Poking around in the basement for something to substitute for WD-40, I find a can of 3-In-One oil and whatdoyouknow, it worked. Put a drop of oil here and there as you rewind the ribbon and give osmosis a chance to distribute it evenly. This printout was made with a revitalized ribbon. (The printout smells faintly of oil when you do this.)

Before the days of Turbo-Basic, I found ways to enhance my Atari-Basic programs by borrowing machine language subroutines from programs published in magazines. For instance, I found ways to rapidly move blocks of bytes in memory or in disk I/O, print text on a graphics 8 screen, sort, read and write to a given sector number. Routines for these and other tasks have already been worked out; all you have to do is find them and apply them.

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WACO is an independent, non-profit Atari user group founded in 1983.

For Immediate Release:

SuperConductor, a MIDI sequencing program

MICHTRON proudly announces the release of *SuperConductor*, an outstanding 16 Track MIDI sequencing package that is both powerful and easy to use.

SuperConductor, a dream program for both professional and amateur musicians, is ca[illegible] of filtering, transposing, editing, mixing and quantizing (autocorrecting) music played through a synthesizer that has been attached to the MIDI ports of the ATARI ST. Its unique block structure allows quick and simple editing. So simple in fact that edits can be made with a word processor in the *Systems Exclusive Mode*. Because blocks can be repeated with a single edit entry, large amounts of memory can be saved.

This Block structuring and other advanced features put *SuperConductor* light years ahead of the out-dated Punch In/Punch Out tape method employed by other MIDI sequencing programs, many costing more then twice as much as *SuperConductor*.

Incorporated into *SuperConductor* are ideas that have been developed through many years of research. But it is only because of the recent influx of affordable synthesizers, and the amazing power of the ATARI ST that this program has been made possible.

An ideal performing tool, *SuperConductor* allows the musician to load up to ten songs into the computers memory and play them singly by clicking with the mouse on labels representing the ten function keys, or continuously by using the *Play Entire Set*

GFA DRAFT by GFA Systemtechnik

Ever anxious to bring out the best in the *ATARI ST*, MICHTRON is gratified to present GFA Draft, a new two dimensional CAD drawing program developed by GFA Systemtechnik of Germany. The same company that recently brought out the amazing GFA [illegible] Interpreter and GFA BASIC Compiler. Products that will revolutionize programing on the ATARI ST.

GFA Draft can be used for all types of applications, including circuits, architectural plans, scaled technical designs and, of course, doodling. Because it is linked entirely to GEM, *GFA Draft* can be learned quickly by even an inexperienced draftsman. All Functions of *GFA Draft* are chosen from Pull Down Menus and selected with the mouse. Since many of the drawing functions can be completed at the touch of a button, and through the employment of often used drawings stored as symbols, finished pictures can be brought out in record time. All drawings can be manipulated with window functions, changed and then changed back without destroying the original conception. And, of course, all drawings can be printed on any printer or plotter to scale and in color.

A two pass converter, *GFA BASIC Compiler* utilizes all GEM desk top functions, including windows, drop down menus, and mouse control. It produces self-contained files that need no runtime module.

As fast and as advanced as it is , *GFA BASIC Compiler* is remarkably simple to use. Just insert the Compiler and double click to start. An Option menu appears which allows you to control: interruptions in the program (when and whether the stop comm[illegible] used), how the program reacts to integer overflow, whether error messages appear as text or machine code, and how bomb error messages are to be handled. After selecting the COMPILE box, you choose the tested and saved GFA BASIC program that is to be converted into assembly language. The Compiler reads the program and checks its structure (acting as a counterpart for GFA BASIC). Then it translates the program

Shuttle II, A space flight simulator from Microdeal

MICHTRON announces the release of a new space simulation game, *Shuttle II*, developed by our sister company in England, Microdeal.

Shuttle II is a dynamic creation of a real life mission in space. It's the 1990s and a new breed of Shuttle has been introduced with simplified controls and the ability to land at several locations. Are you ready to take command? First you must wear the hat of a mission control officer, deciding what sight to take off from, and judging the appropriateness of take off at all given wind speed and direction, temperature and cloud cover. Then you must do it all again while choosing the landing site.

Next you put on the hat (or space helmet as the case may be) of the flight commander. Strap yourself in and watch as the heat shields close over the cockpit; it's T minus 20 seconds and counting. Now you are there, experiencing the rush of lift off; the tug of the G forces in what astronauts have described as a 22 story building being jolted from its foundation and thrust heavenward. When the fulmination of the solid rocket boosters is complete, you control their ejection. Then go into a shallow dive to divest yourself of the external fuel tank. But all the while you must keep your ship as close to the flight trajectory tracer as possible, or you'll wind up in an improper orbit and be unable to complete your mission.

MICHTRON is pleased to announce the release of *Perfect Match*, an exciting new educational program that is beneficial to the whole family.

Perfect Match is a game in which 12 questions and their answers are dealt out on 24 cards face down by the computer. Each player picks a card and tries to match it with its respective question or answer. When the second card is turned up the computer asks if the match is correct or "perfect". If the correct response is given, the player is awarded 10 points, if the player is incorrect, 10 points are lost. If the match *is* perfect the player is awarded 100 points. *Perfect Match* can be played by one or two players.

If you need help with a question the computer will tell you the correct response (for a price in points deducted from your score). It will not, however, tell you where the card with the correct response is. Play can go through several rounds until a winner is declared. The real winner, however, is the student who finds that he now knows the subject without ever realizing that he has been studying!

Perfect Match contains eleven question sets covering topics such as Animals, show business, World War II, Science, United States Presidents, The Bible, Sports ect. and more sets may be available in the future. The players can select to have all the questions from one topic, or a mixture from all the topics.

NAVARONE ANNOUNCES HARDWARE PERIPHERALS FOR ATARI ST

SONORA, CA -- Navarone Industries, Inc. recently announced the addition of the ST SOUND DIGITIZER and ST VIDEO DIGITIZER to its product line for Atari ST. The two low-cost hardware peripherals bring the world of sight and sound directly into the heart of the computer. In addition to the new products announced, Navarone manufactures TIMEKEEPER, a battery backed clock calendar with built-in extender slot for the Atari ST.

Easy to use GEM based software comes with each digitizer and TimeKeeper from Navarone. The software is mouse controlled and designed to support both monochrome and color systems. An added benefit from Navarone's video software is its compatibility with the video digitizer previously manufactured by Hippopotamus Software, Inc.

TimeKeeper retails for $49.95 and the ST Video and ST Sound digitizers [software included] are available at a retail price of $139.95 and $159.95 respectively. Navarone plans to make the standard ST video software available as a separate package for users who wish to upgrade their Hippo hardware.

WESTMORELAND ATARI COMPUTER ORGANIZATION

JULY 1987, LIBRARY DISK OF THE MONTH
"TAKE YOUR PICK OF TWO DISKS THIS MONTH"
(EACH DISK SOLD SEPERATLY)

DISK# 1 SIDE #1

Text Adventures to keep you occupied for hours. These are comparable to the Scott Adams Adventures.
Atlantis Adventure-The Arabian Nights-High School Confidenti

DISK #1 SIDE #2

Tired of reading about other peoples adventures?
Now you can create your own with the Text Adventure Creator Program. see how Scott Adams does it and create your very own text adventures. With docs.

DISK #2 SIDE #1

Some of Jim's favorite games on this exiting disk. how about a nice game of CHESS? Perhaps GIN RUMMY is your game. An alltime favorite, LANDER will challange you. Then there is SWITCH and SNAKE to keep you on your toes.

DISK #2 SIDE #2

If you think your good at combat tatics, try CONVOY.
HOT POKER is just like being at the casinos in Atlantic City. While in Atlantic City, try a game of MONOPOLY.
Then there is SLITHER, TAXMAN and VECTRON to help pass these long hot summer days.

WESTMORELAND ATARI COMPUTER ORGANIZATION

AUGUST 1987, LIBRARY DISK OF THE MONTH
"TAKE YOUR PICK OF TWO DISKS THIS MONTH"
(EACH DISK SOLD SEPERATLY)

DISK #1 SIDE #1

This disk side has 13 graphics and sound demos to enjoy alone or include in your own programs. My fav is ARRENGER but I'm sure you'll find yours here.

DISK #1 SIDE #2

This side has 33 (that's right, 33) sound and graphics demos to use in your own programs or to enjoy alone. I like to take a small demo and add to it. It's an easy way to write your own programs.

DISK #2 SIDE #1

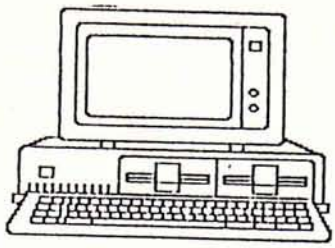
Games from some other users groups. AROGUE is a nice D&D game with it's own font. MIDAS is a Pacman kind of game but you'll soon see it's better. RAMBUG was written by none other than Matt Rattcliffe. Need i say more? STARLANE will introduce you to the world of intergallactic stocks and bonds.

DISK #2 SIDE #2

WORDFUN is one for the kids but mom and dad might try their hand at this one.

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The WACO PRINTOUT will take a needed summer vacation, but WACO itself will still be active with special events planned for the July and August meetings.

Ed Reynolds and Al Stanoszek will demonstrate packet radio, the coupling of ham radio and computers, at the Tuesday, July 14 meeting at 8:30 P.M. at UP Church of Covenant, Irwin. A BBS can be accessed over the airwaves or a message can be sent all the way to the west coast (We won't do that.) Programs can also be uploaded and downloaded.

Of course, the Chinese auction will continue each meeting as long as interest prevails. Bring in items to sell with a card attached so bids can be recorded ($2.50 minimum).

Jim Adamson is WACO's new vice-president after last month's election. After retiring as 8-bit librarian, he became more active in the club than ever and adopted the 8-bit emulator cause as his own campaign.

The only Atari Expo within driving distance will be at the Southfield, Mich., Hilton Aug. 28-30. Call 313-736-4544 for details.

Original programs by WACO members will be featured at the Tuesday, August 11 meeting. The club program contest deadline has been extended until then. All entrants will be invited to demonstrate their submissions, and members present will vote for the best overall program. The winning entrant will get his membership extended one year free. All entries will be included on a future disk of the month.

WACO hopes to establish a BBS during the summer months. Details will be available at meetings when it is finalized.

Meanwhile, have a pleasant summer. See you in September with reviews by WACO members of ZOOMRACKS II, REAL BASIC, and PAINT PRO.

Editor

P.S. The 8-bit emulator for the ST will be published in ST-LOG, and then it will be public domain. At that time WACO will release a DS disk of files from its 8-bit library ported over to ST format. Price $5. With 1040 ST's being sold as low as $566 (plus monitor)- we paid th much for our first 800 without a drive- why wait for a mega?

WACO

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